PART TWO OF 3-D TWO-PART SPECIAL
BLACKTHORNE INCORPORATED PUBLISHING
SALIMBA No. 2
SALIMBA
No. 2
U.S. $2.50
CANADA $3.50
by STEVE PERRY • and PAUL CHADWICK
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BLACKTHORNE **3-D** SERIES

ABOUT THE COVERS

The covers for the two issues of *Salimba* are unusual in that they connect (in both directions) to form a 4 page panorama. That is, as well as connecting the back of issue #1 to the front of issue #2—the front of issue #1 connects to the back of issue #2—creating a cylindrical picture.

Retailers can exploit this feature by lining up the issues in the rack to form an eye-catching display to attract customers. Small logos are on the back covers to avoid confusion.

SALIMBA CREATORS

Steve Perry, writer

Born in Maine, Steve Perry attended Johnson State College in Vermont, earning a bachelor's degree in English. While there, he teamed with Steve Bissette to produce his first comics work, for *Abyss*. The pair remain good friends and occasional collaborators to this day. Perhaps best known for his delightfully offbeat Epic Comics series, *Time Spirits*, Perry has also written for *Bizarre Adventures* and the new incarnation of *Creepy*.

PAUL CHADWICK
penciller & inker

Paul Chadwick was born in Seattle and raised in its suburb, Bellevue, Washington. He attended the University of Washington and Art Center College of Design in Pasadena, California. Graduating with honors in 1979, he immediately went to work storyboarding movies. This work included a year at Disney studios, plus stints with MGM, Universal, Paramount, Warner Brothers, 20th Century Fox, Lucasfilm and a host of independents. His credits include *Racing with the Moon, Strange Brew, The Philadelphia Experiment,* and, in the last year, *Pee Wee's Big Adventure, Alfred Hitchcock Presents,* and Lucasfilm's (as yet untitled) second Ewok movie.

In addition, Chadwick has painted magazine and paperback book covers (mostly science fiction), movie posters, and the pre-production art used to design and secure financing for films. He has helped design exhibits for Disneyworld's EPCOT Center. His work has been displayed at the Society of Illustrators in New York, and his poster for *Streamers* was honored by the *Hollywood Reporter's* Key Art awards. He has shared in a Clio award, for his design contributions to a television commercial.

TOM PALMER, inker

Born and raised in New York City, Tom Palmer received a pedigreed art education there. He attended the School of Visual Arts, The Art Students League, and (in its last year of existence) the legendary Frank Rielly school. This background has served him well, making him one of the most illustrative comics inkers, and one with impeccable draughtsmanship.

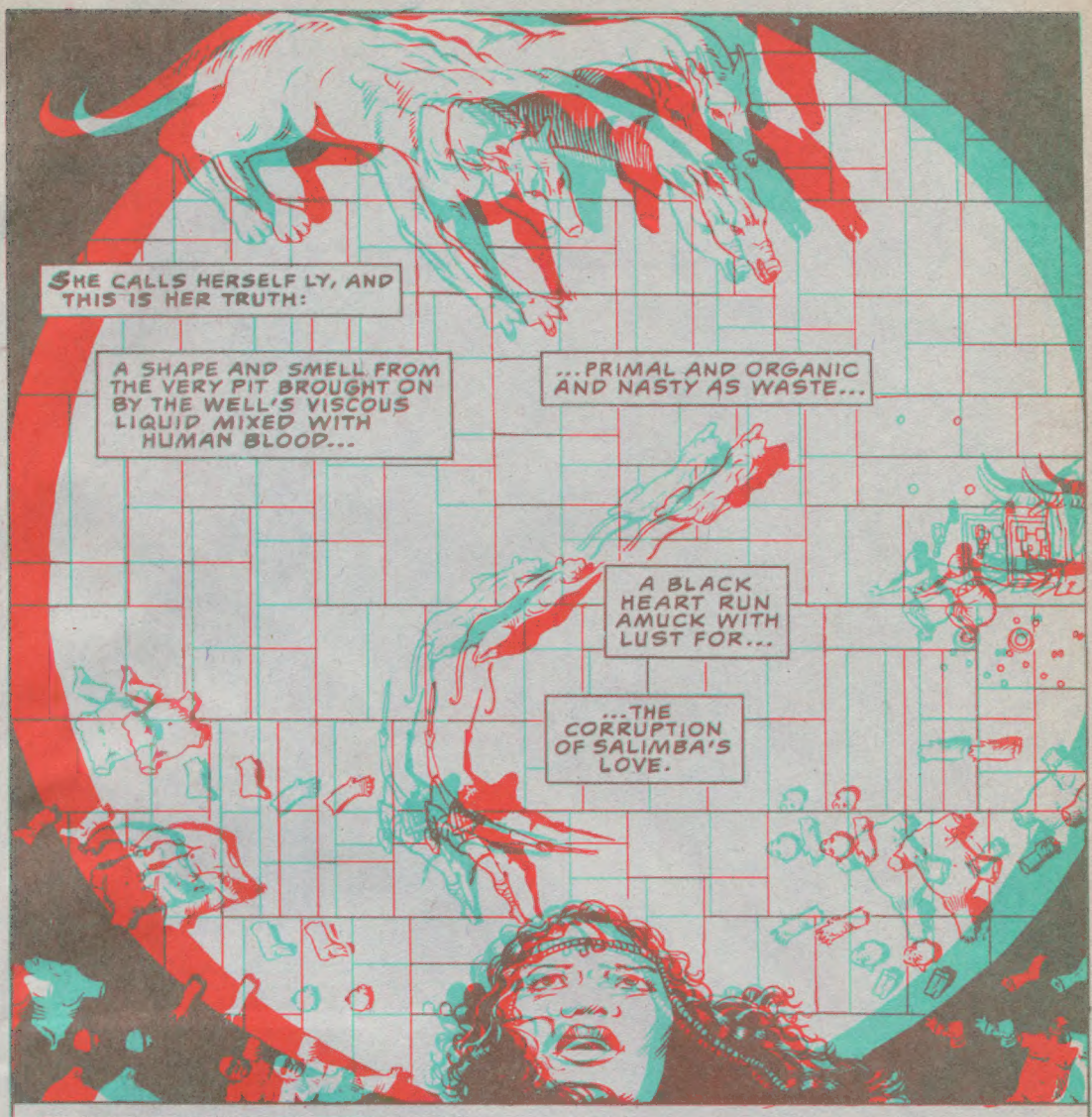
Palmer's first comics work came while working at a commercial art studio with former EC artist Jack Kamen. Kamen recommended Palmer for a pencilling job, for Wally Wood. An assisting job for Mike Esposito followed, and when Esposito recommended Palmer to Sol Brodsky, Palmer's long association with Marvel Comics began.

He pencilled *Dr. Stange* for Marvel, but soon emerged as a top inker, notably on Gene Colan's notoriously hard-to-ink pencils. This work included *Dr. Stange* (in his brief, superheroic incarnation),

(CONTINUED ON INSIDE BACK COVER)

***SALIMBA 3-D, Part 2*, Blackthorne 3-D Series, Vol. 1, No. 9.** September 1986. Published monthly by BLACKTHORNE PUBLISHING, INC., 786 Blackthorne Avenue, El Cajon, California 92020, U.S.A. Telephone (619) 463-9603. Publishers, *Steve Schanes* and *Ann E. Fera*. Production Coordinator, *Paul Tallerday*. Production Manager, *Lynn Cobb*. Marketing/Promotions, *Cliff MacGillivray*. Circulation Manager, *Ann E. Fera*. *Salimba* ©1986 Steve Perry and Paul Chadwick. All rights reserved. No part of this publication may be reproduced in part or whole without the specific written permission of the publisher and copyright holder(s). No similarity between any of the names, characters, persons and/or institutions with any living or dead persons or institutions is intended and any such similarity which may exist is purely coincidental. Cover art ©1986 Paul Chadwick. 3-D process by Ray Zone. Special thanks to Star★Reach Productions for assisting on this project. Printed in U.S.A.

LEFT LENS — *RED* **RIGHT LENS — *BLUE***


SHE CALLS HERSELF LY, AND THIS IS HER TRUTH:
A SHAPE AND SMELL FROM THE VERY PIT BROUGHT ON BY THE WELL'S VISCOUS LIQUID MIXED WITH HUMAN BLOOD...
...PRIMAL AND ORGANIC AND NASTY AS WASTE...
A BLACK HEART RUN AMUCK WITH LUST FOR...
...THE CORRUPTION OF SALIMBA'S LOVE.

LY OF SCAVENGED KHANYZ AT THE VALLEY OF BONES WHERE GORILLAS GO TO DIE...

...HAS *REVEALED* HERSELF...

...AND NAOMI, WHOSE ABDUCTION BEGAN IT ALL, AND THE ZOMBIE GORILLAS, WHOM LY ANIMATES FROM THE VALLEY, AND JA AND F'RR, THE GREAT PANTHERS, AND...

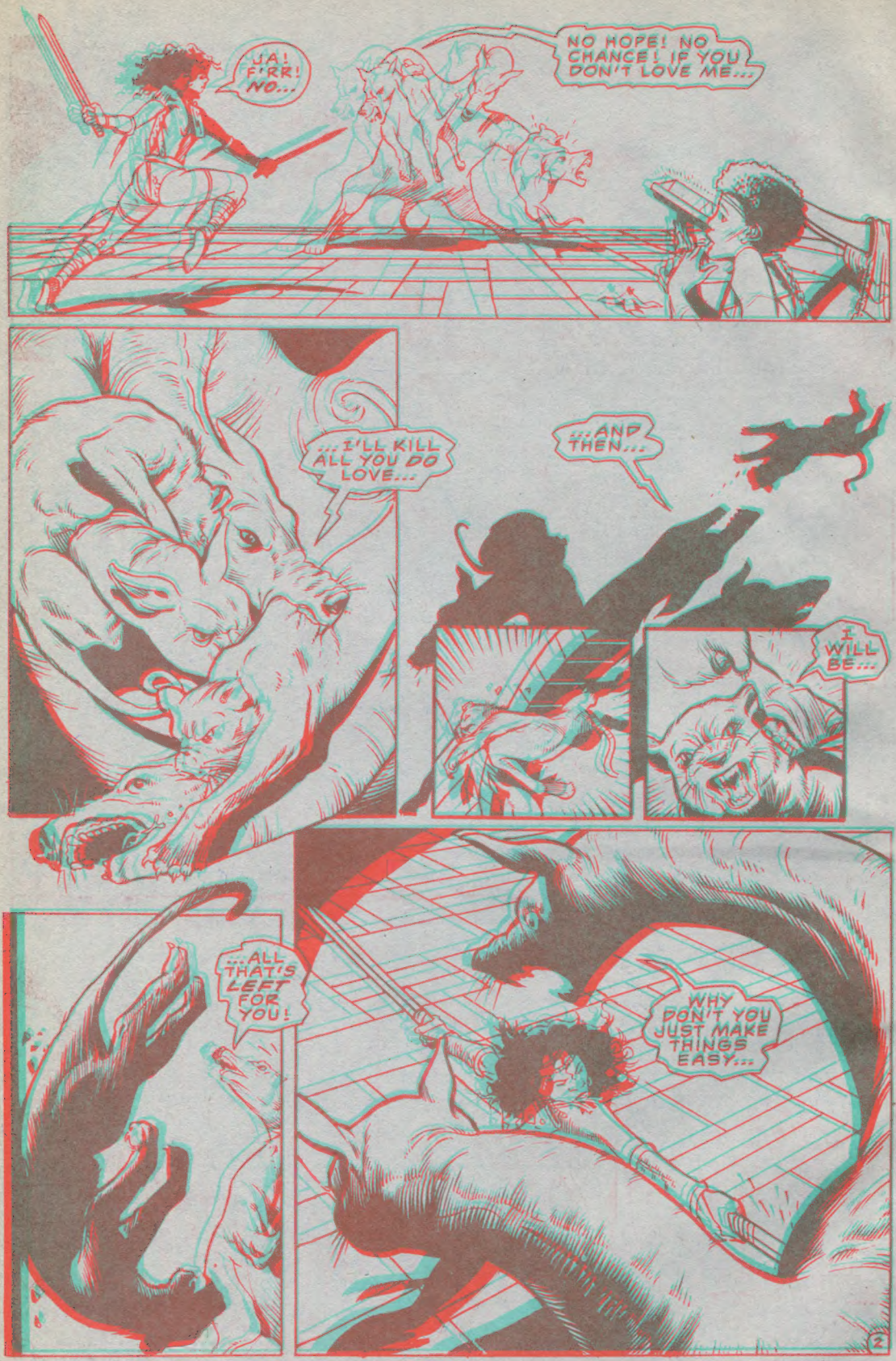
SALIMBA

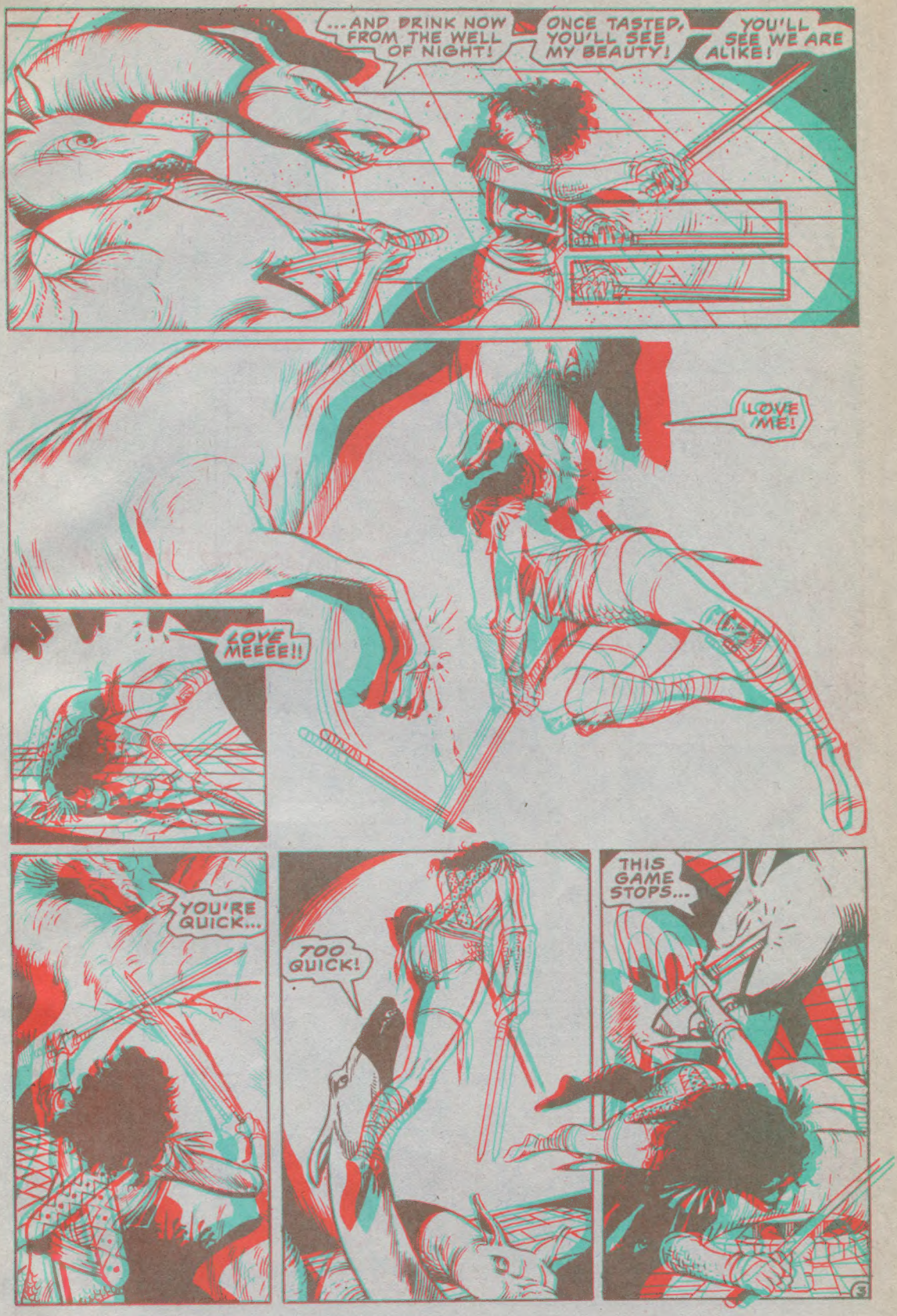
STORY: STEVE PERRY ART: PAUL CHADWICK 3-D DESIGN: RAY ZONE LETTERING: BILL SPICER

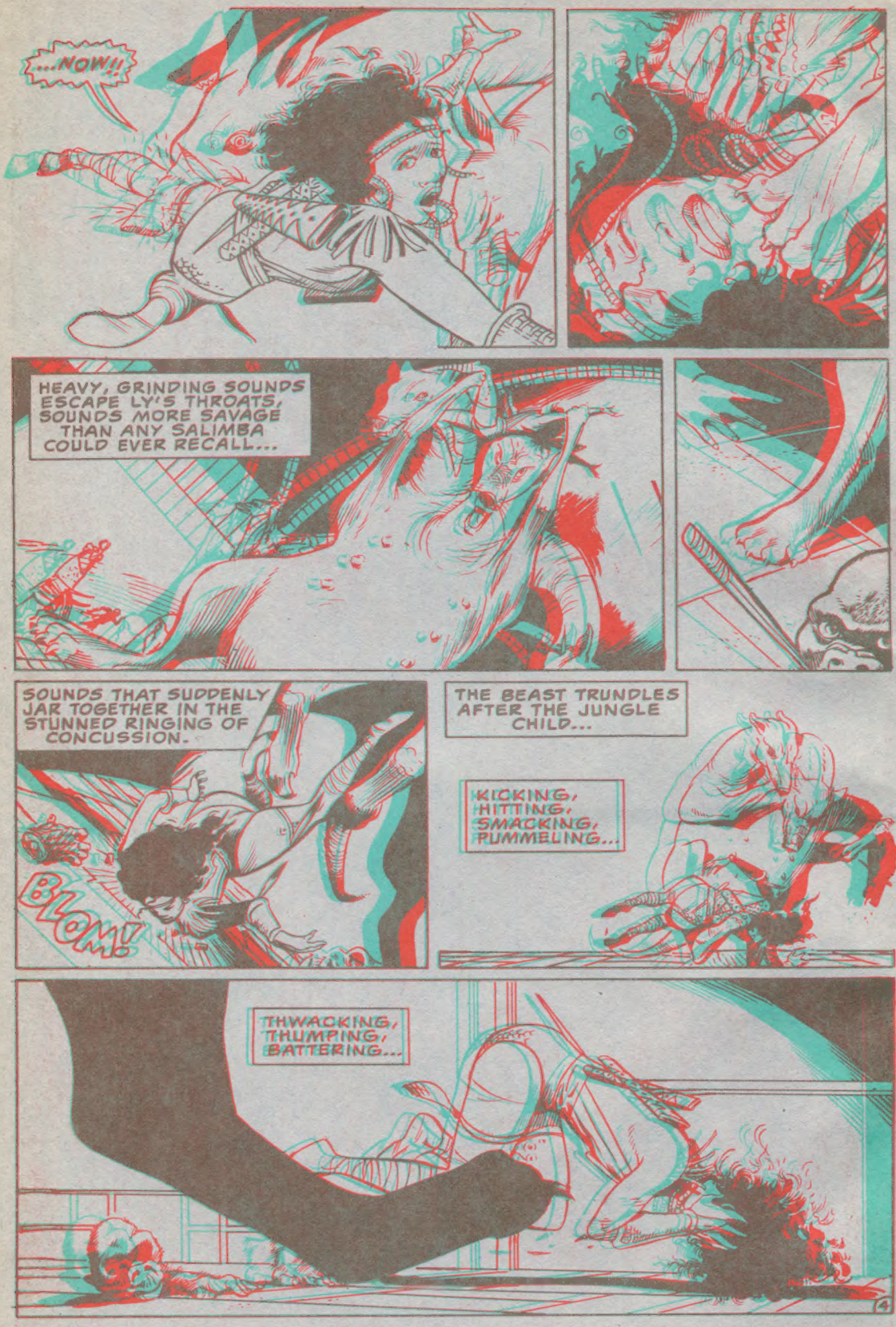
...HERSELF SINK INTO THE ENDLESS

WELL OF NIGHT

AND CHAOS THAT IS THE DOGWOMAN'S SOUL.


JA! F'RR! NO...
NO HOPE! NO CHANCE! IF YOU DON'T LOVE ME...
...I'LL KILL ALL YOU DO LOVE...
...AND THEN...
I WILL BE...
...ALL THAT'S LEFT FOR YOU!
WHY DON'T YOU JUST MAKE THINGS EASY...


...AND DRINK NOW FROM THE WELL OF NIGHT!
ONCE TASTED, YOU'LL SEE MY BEAUTY!
YOU'LL SEE WE ARE ALIKE!
LOVE ME!
LOVE MEEEE!!
YOU'RE QUICK...
TOO QUICK!
THIS GAME STOPS...


...NOW!!
HEAVY, GRINDING SOUNDS ESCAPE LY'S THROATS, SOUNDS MORE SAVAGE THAN ANY SALIMBA COULD EVER RECALL...
SOUNDS THAT SUDDENLY JAR TOGETHER IN THE STUNNED RINGING OF CONCUSSION.
BLOM!
THE BEAST TRUNDLES AFTER THE JUNGLE CHILD...
KICKING, HITTING, SMACKING, PUMMELING...
THWACKING, THUMPING, BATTERING...
4

...UNTIL SALIMBA IS ENGULFED BY THIS INSANE ORGY OF VIOLENCE...
AND TRAPPED, OUT ON HER FEET...
NO PLACE LEFT TO RUN...
NO STRENGTH LEFT TO FIGHT.
WHOK!
BRING HER TO THE WELL!
BE QUICK, YOU APES!
5

YOU WERE WRONG, HUMAN. YOUR QUEEN CAME FOR YOU, AND NOW YOU WILL HELP BREAK HER COMPLETELY!
THE WELL OF NIGHT REVEALS THE PRIMAL ESSENCE, AND YOU HUMANS ARE NOTHING BUT PUDDLES OF PROTOPLASMIC SCUM!
BUT SALIMBA IS DIFFERENT... SHE'S LIKE ME. I KNOW IT!
AND YOUR BLOOD SACRIFICED TO THE WELL WILL SHOW HER THE TRUTH!
AHHH... YOU'RE AWAKE!
JUST IN TIME TO SAY GOODBYE...
...TO YOUR... FRIEND!
NAOM!!
BEAUTIIIIFULLLL!
SO RED... SO LUSH...

YOU SHALL SURRENDER TO IT, SALIMBA...
BODY...
...AND SOUL!
GAGGG!
KOFF! GASP! KOFF!
HAHAHAHAHA...
...HA??

NO--!
YOU...
SHOULD HAVE...
FREED--?
...OUR CHILDHOOD...
WE ARE ALIKE...
...AS HEREDITARY ENEMIES ALWAYS ARRER-GGHH!!
UNFAIR! UNFAIR!
ALL YOUR RACE DIED EONS AGO!
NO--I CAN'T DO THIS--!
DEEP WITHIN THE TAWNY SABRETOOTH THE VERY ESSENCE OF SALIMBA'S HEART PAUSES. SOMEHOW KNOWING THAT THIS LY'IS LIKE HER, BOTH WITH ROOTS SO FAR BACK SHE HAD FORGOTTEN, BOTH PART OF A LOST AGE...

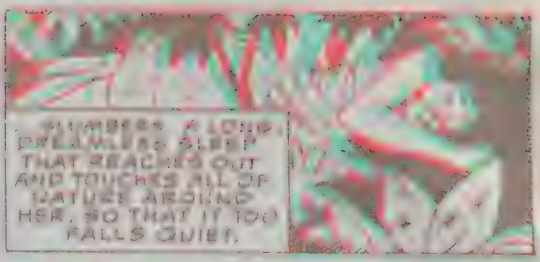
AND EVEN AS THE BEAST IN HER OVERWHELMS ANY FEELINGS OF COMPASSION AND STRIKES WITH DEADLY FORCE...
KNOWS SHE IS WILLING A PART OF HERSELF HERE...
A NASTY PART...
A PART BEST FORGOTTEN...
...PERHAPS DESTROYED.
AHHHRRR! YOU'RE STILL ALIVE! DON'T MOVE!
I'LL SAVE US!

MUCH LATER SALIMBA WOULD RECALL THE LOOK ON THE FACES OF THE UNGOVERNED ZOMBIE GORILLAS...
LOOKS OF THANKS AND FINAL REST...
AND SHE WOULD SEE BOTH JUSTICE AND VICTORY ARE FRAGILE BLESSINGS AT BEST...
...EASILY LOST IN THE CLAMOR OF SUCCESS.
HANG ON, NAOMI!
I'LL FIND HERBS AND MUD TO HEAL YOUR WOUND...
SA...LIM...BA? FORGIVE...ME?
I WAS WRONG...
YOU DO CARE...
NAOMI... MY MOST BEAUTIFUL...
I WONDER FORCE HOW YOU'VE THOUGHT ME...
TO CARE.
WE WERE NEVER TRUE FRIENDS...
OR THE HEAVE OF A FRIEND'S LAST BREATH.
UNTIL NOW.

Prologue
YOU TAUGHT ME HOW TO CARE, NAOMI... AND I WILL PAY YOU BACK. YOU SHALL FINAL REST AMONG OUR OWN PEOPLE, IN OUR TIMELESS CITY, NOT IN THIS POOL OF TAINTED SOULS.
JAI F'RR! GOOD HUNTERS! WE ALL FEAST WELL! THE JOURNEY IS LONG AND DIFFICULT, AND I AM BEGINNING TO TIRE.
I CANNOT RECALL THE LAST TIME I ATE.
OR SLEPT. I NEVER SLEEP IT SEEMS. THE WELL OF LIGHT MAKES IT UNNECESSARY.
11

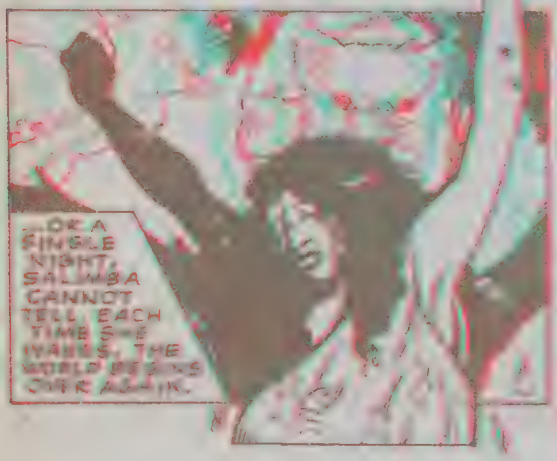
SALIMBA...

BUT I'M SO FAR FROM THE WELL... SO FAR, SO LONG...


...SLUMBERS ALONG, DREAMLESS SLEEP THAT REACHES OUT AND TOUCHES ALL OF NATURE AROUND HER, SO THAT IT TOO FALLS QUIET.

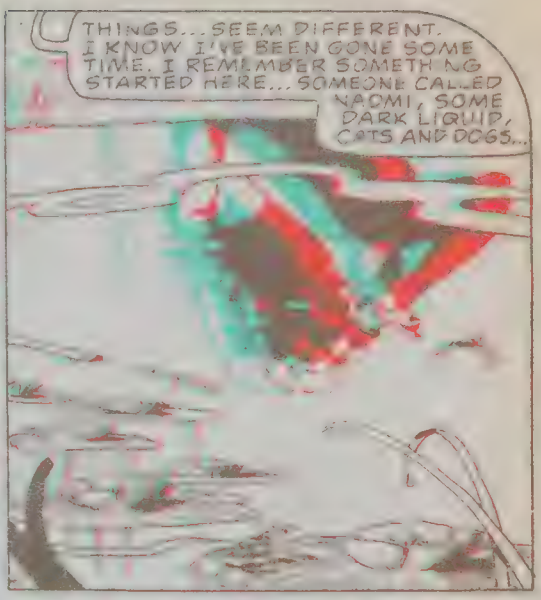
SALIMBA SLUMBERS IN THE DEEP SLEEP.

FOR CENTURIES...


...OR A SINGLE NIGHT, SALIMBA CANNOT TELL. EACH TIME SHE WAKES, THE WORLD BEGINS OVER AGAIN.

ONLY INSTINCT BRINGS HER...

...HOME AT LAST.


THINGS... SEEM DIFFERENT. I KNOW I'VE BEEN GONE SOME TIME. I REMEMBER SOMETHING STARTED HERE... SOMEONE CALLED NAOMI, SOME DARK LIQUID, CATS AND DOGS...

...OH, IT'S ALL SUCH A JUMBLE I'D RATHER FORGET IT. TOO LONG AGO. MEMORIES FADE... LIKE NIGHT... LIKE PLEASURE...

...LIKE REFLECTIONS.

I KNOW I'VE HAVE MUCH ABILITY. I SHOULD NEVER HAVE GOTTEN DEEP ENOUGH TO GET INTO THIS MESS. I'VE BEEN DIRTY IMAGINING AT THE BACK OF MY MIND. I WANT SOMEWHERE. I DIDN'T ED

IT DOESN'T MATTER. I GO ON. THE ECHO WELL OF LIGHT MAKES SALIVATE

...ETERNAL?

ETERNAL, INDEED. IS THE JUNGLE ETERNAL? THE CITY THAT ONCE GATHERED AT THE CENTER OF AN EPOCH LONG FORGOTTEN? HOW ABOUT LIFE ITSELF? IS THAT ETERNAL?

OF COURSE NOT.

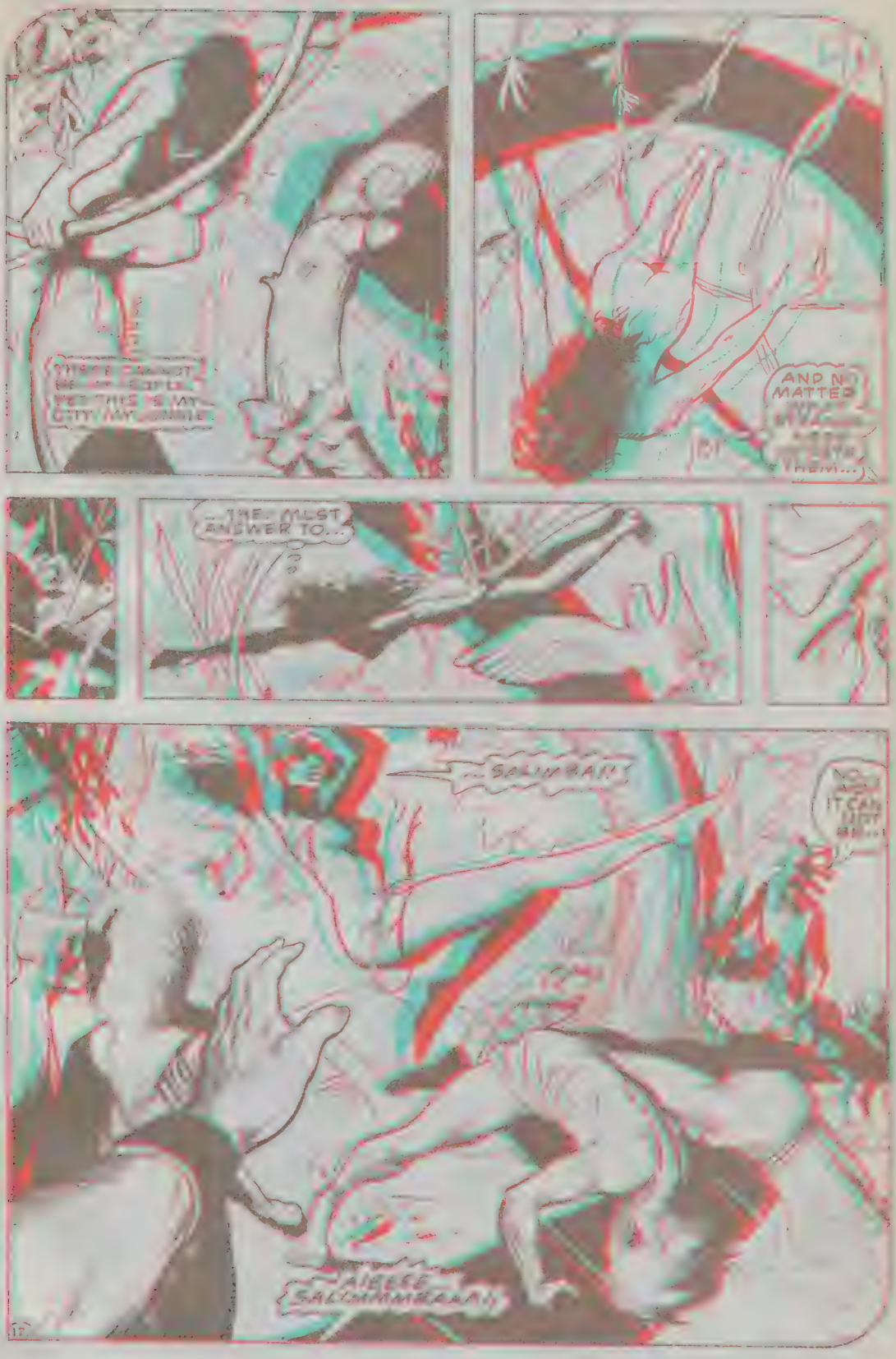
ONLY CHANGE STANDS ETERNITY. AND SOMEDAY OUR GREAT GRANDCHILDREN WILL DISCOVER EVERYTHING CHANGES.

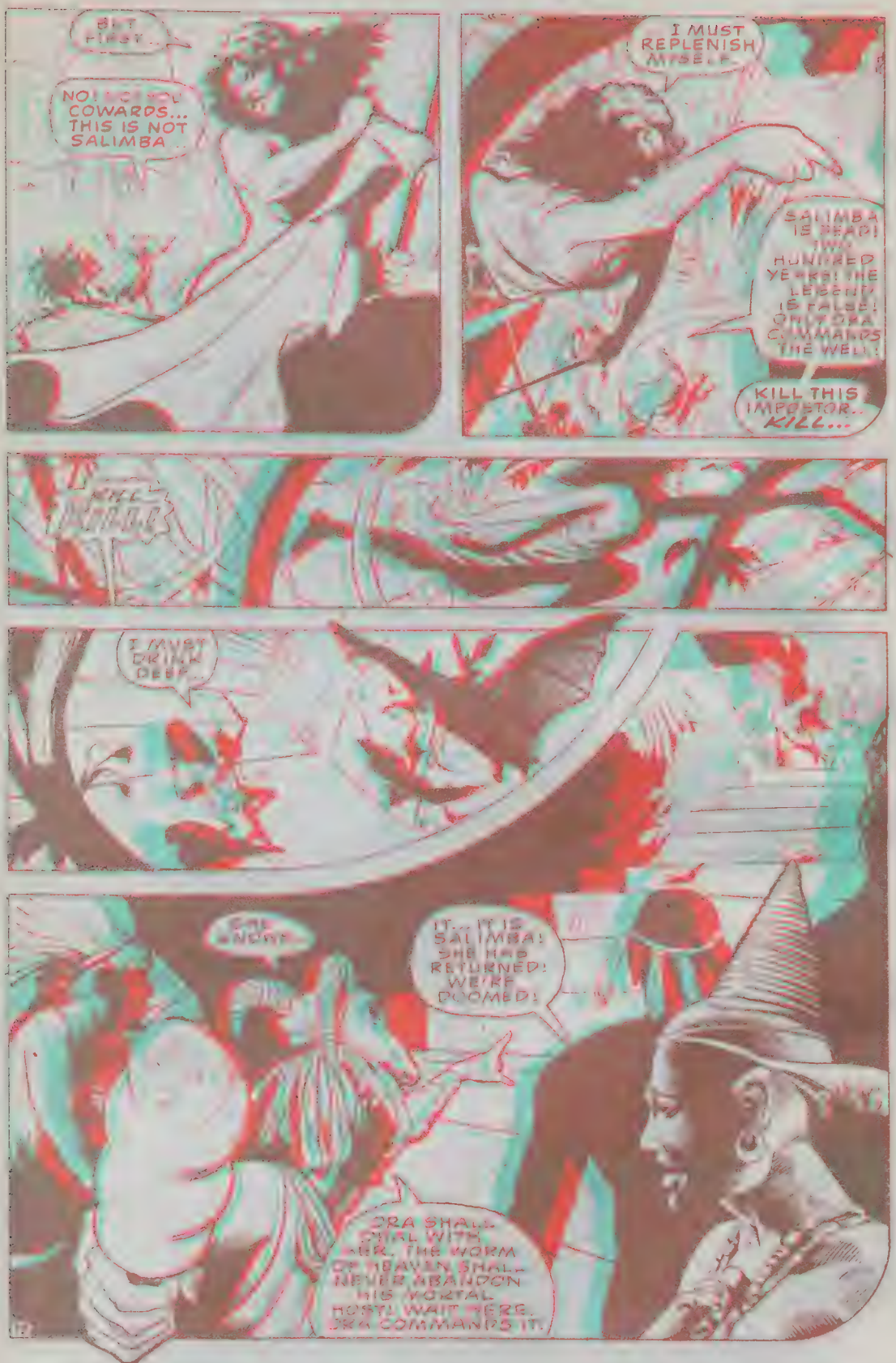
...HER CITY, HER PEOPLE, HER VERY LIFE... CHANGED...

...CHANGED INTO A...

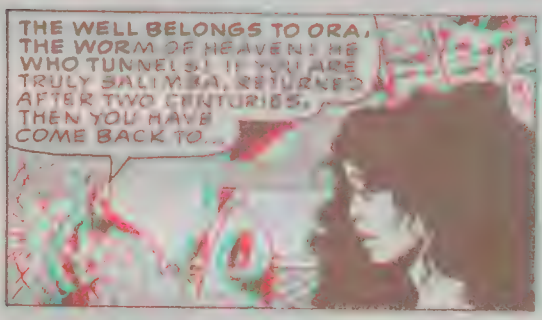
WORLD OF BOY HEAVEN

BAH! YOU'RE ALL BLIND!
BUT I CAN SEE! ORA SHOWS ME. THE WOMAN M..ST DIE! DIE! ORA DEMANDS THIS!
ORA! ORA! MASTER OF THE WELL! HE WHO TUNNELS! THE FIRE WORM! THE WORM OF HEAVEN!
USE YOUR MORTAL HOST TO WORK YOUR WILL!
USE ME! USE ME!
SUCH IS ORA'S POWER. OUR ENEMIES BOIL! OUR CITY IS SAVED FROM THE INTRUDER! AND ORA CHOOSE ME! ME!
16


AND NO MATTER
THEM...
...THE MUST ANSWER TO...
?
?
SALAMAN!
IT CAN'T BE!...
AIEEE
SALAMANDER!!!


BUT FIRST...
NO! I CAN'T! COWARDS... THIS IS NOT SALIMBA...
I MUST REPLENISH MYSELF...
SALIMBA IS DEAD! TWO HUNDRED YEARS! THE LEGEND IS FALSE! ONLY DRA COMMANDS THE WELL!
KILL THIS IMPOSTOR.. KILL...
I MUST DRINK DEEP...
IT... IT IS SALIMBA! SHE HAS RETURNED! WE'RE DOOMED!
DRA SHALL DEAL WITH HER. THE WORM OF HEAVEN SHALL NEVER ABANDON HIS MORTAL HOST! WAIT HERE. DRA COMMANDS IT.

...FROM THE WELL OF LIGHT?
THE WELL...


THE WELL BELONGS TO ORA, THE WORM OF HEAVEN! HE WHO TUNNELS! IF YOU ARE TRULY SALIMBA, RETURNED AFTER TWO CENTURIES, THEN YOU HAVE COME BACK TO...

DIE!

O... ORA? WH- WHAT ARE YOU... WHY DON'T YOU...
LITTLE MAN, YOUR WORM CULT IS FINISHED. I'M TAKING BACK THE WELL, MY CITY, MY JUNGLE, MY PEOPLE...

ORA...NO PLEASE...

PLEASE DON'T LEAVE ME...
OHHHH, BUT I LIKE HER BETTER
I'VE BEEN WAITING FOR SALIMBA TO COME BACK EVER SINCE WE FOUND THE WELL!
SHE IS THE WOMAN PROMISED ME, THE ONE I WILL SERVE AND PLEASE AND COMMIT UPON HER ALL THE WONDERFUL TRIALS OF PAIN AND PLEASURE!
LET ME PLEASE YOU, SALIMBA... LET ME... PLEASE LET ME...
LET ME SHOW YOU WHAT WE DO...
...DOWN IN ACAMBOY HEAVEN!

BLACKTHORNE PUBLISHING, INC.

PRESENTS

LAFFIN' GAS

#2

IN THIS ISSUE WE PARODY A FAMOUS CRIMEFIGHTER IN:

DARK LIGHT:

A Third Less Heroic Than Regular Superheroes.

Joining top creative talents FRED HEMBECK and HAL LANE are a host of up and coming young talents.

DON CHIN and CHRIS PARSONAVICH of *"Hamster"* fame collaborate to bring us a completely different type of hero in: *"E DARK KNIGHT RETURNETH."*

CLIFF MacGILLIVRAY (*3-D Heroes*) and DAVE GARCIA (*Panda Khan*) are teamed again in the light-hearted *"DARK NIGHTIE."*

Talented WILLIAM VAN HORN (*Nervous Rex*) makes his *LAFFIN' GAS* debut with the hilarious *"DORK NYTE."*

Regular contributor and cover artist ANDREW ICE writes and draws *"BATH KNIGHT."*

DON'T MISS THIS SIDE-SPLITTING ISSUE!!!

AN TAKE A GANDER AT THIS AWESOME SPECIES OF CRIMEFIGHTER TYPE COSTUME I GOT WITH THE CUTE LITTLE PICTURE OF A BAT ON IT
NIFTY, EH?

LAFFIN' GAS #2: "Dark Light" 32 hilarious B&W pages, with full color laser-scanned covers, Bi-monthly. $2.00

YOU'RE...
SOOOO...
LIMBER!

I DON'T KNOW. I JUST KNOW YOU BETTER STOP FIGHT THERE...
WILL YOU! HIT ME WITH THAT TOUT? WOULD IT PLEASE YOU?
PLEEEZE...
PLEEEZE! YOU!
UH-OH. MISTAKE.
MEANWHILE, FAR ABOVE...
I WISH YOU WOULD COME BACK TO ME! I CRY... AND I MISS YOU...
WHILE AT THE POOL, JA AND F'RE REVIVE, AND FOLLOW A SCENT...
SQUIL.
23

WE'LL SHOW YOU ALL ABOUT YOURSELF! PLEEEZE, SALIMRA! JUST LET US...
OH HELL
TIME FOR YOU TO LOSE YOUR WOMEN. TIME TO PLEASE YOU FOREVER!
CHUNK
WHY DO ALL YOU PERVERTED CATS KEEP HASSLING ME? (GUESS!)
BIRST!

OUCH--!
IT ONLY HURTS FOR A FEW SECONDS THEN YOU'LL KNOW HOW HOLY YOU ARE
...TO BE A WORTHY HOST FOR DRA, THE WORM OF HEAVEN, THE WORM OF HELL...ME!
WE'LL CHASE EVERY-THING...AND ETERNITY TOGETHER IN PLEASURE AND PAIN!
ALL YOU WORMS NEED IS SOMEBODY TO TAKE CARE OF YOU!
WAIT!
WHAT?
POLLY... DO YOU WANT TO... PLEASE ME?
I LOVE MY WORMBOYS CLEAN. YOU ALL SMELL LIKE... ROTTEN WORMS!
THE RIVER... I WANT EVERYONE TO BATHE IN IT NOW. NOW! PLEASE ME UNLESS YOU'RE ALL IMMACULATE!

YOU'RE PLAYING TRICKS, SALIMBA. I DON'T BLAME YOU! THOUGH, IT'S A NICE TRY.
CLEAN!
CLEAN!
LET'S ALL GET CLEAN TO PLEASE THE JUNGLE GODDESS!
BUT MY BROTHERS WILL WAKE UP SOON ENOUGH! AND BY THEN IT'LL BE...
OHG LATE!!
AHHH... SHE'S DEAD. THAT WASN'T SUPPOSED TO HAPPEN.
I GUESS SHE REALLY WASN'T HUMAN.

SHE COULD FEEL IT ALL COMING BACK TO HER. MEMORIES CASCADING LIKE THE WATER FROM A BROKEN DIKE. PURPOSE WELLING UP FROM THE DIM PAST TO BECOME CLEAR AND SHARP IN HER MIND.
SHE WAS SALIMBA. SHE IS SALIMBA. SHE ALWAYS WILL BE SALIMBA, MOTHER MORE THAN A FEW OF UNNUMBERED
AND NOW SHE REMEMBERS EVERYTHING.
HER CITY. HER JUNGLE. TEN THOUSAND GENERATIONS OF CREATION AND THE LOSS OF THEM ALL. A THOUSAND DEATHS AND ALWAYS ONE MORE.
REBIRTH!

TIME TO BEGIN AGAIN.
TIME TO RECLAIM MY HERITAGE
THIS TIME I'LL NEVER FORGET...
OH, I'VE COME BACK TO ME!
...WHO I AM.

RAY ZONE WOULD LIKE TO THANK **JOHN RUPKALVIS** AND **TONY ALDERSON** FOR THEIR ASSISTANCE ON THE 3-D CONVERSION OF THIS BOOK.

BLACKTHORNE PUBLISHING, INC.

PRESENTS

CROW OF THE BEAR CLAN

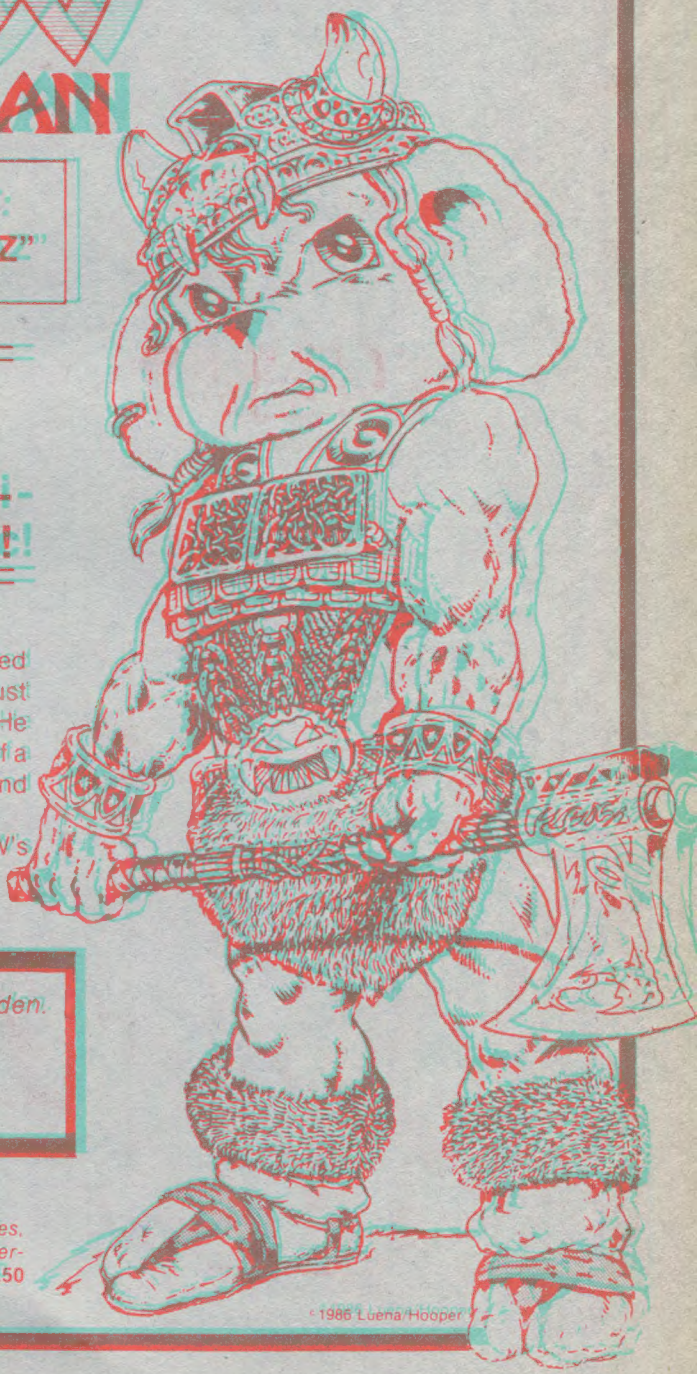
ISSUE NUMBER ONE:
"ESCAPE FROM SAURAZ"

NEW From the Creators of the "Teddies", a bi-monthly B&W Comic!

CROW the Teddy, is abducted from his woodland home and thrust into a world of reptilian regime. He fights to free himself and his world of a terrible dynasty full of inquisitions and injustice!

Come along and discover CROW's world as he struggles to remain free.

Created by Ed Luena & Mike Haden.
Pencilled by Ed Luena,
Written by Mike Haden,
Inked by Ken Hooper.



CROW OF THE BEARCLAN #1 — 32 pages, black and white, bi-monthly, full color laser-scanned covers. $1.50

©1986 Luena/Hooper

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PRESENTS

HAMSTER VICE 3-D No. 1

"ZOMBIE QUEST"

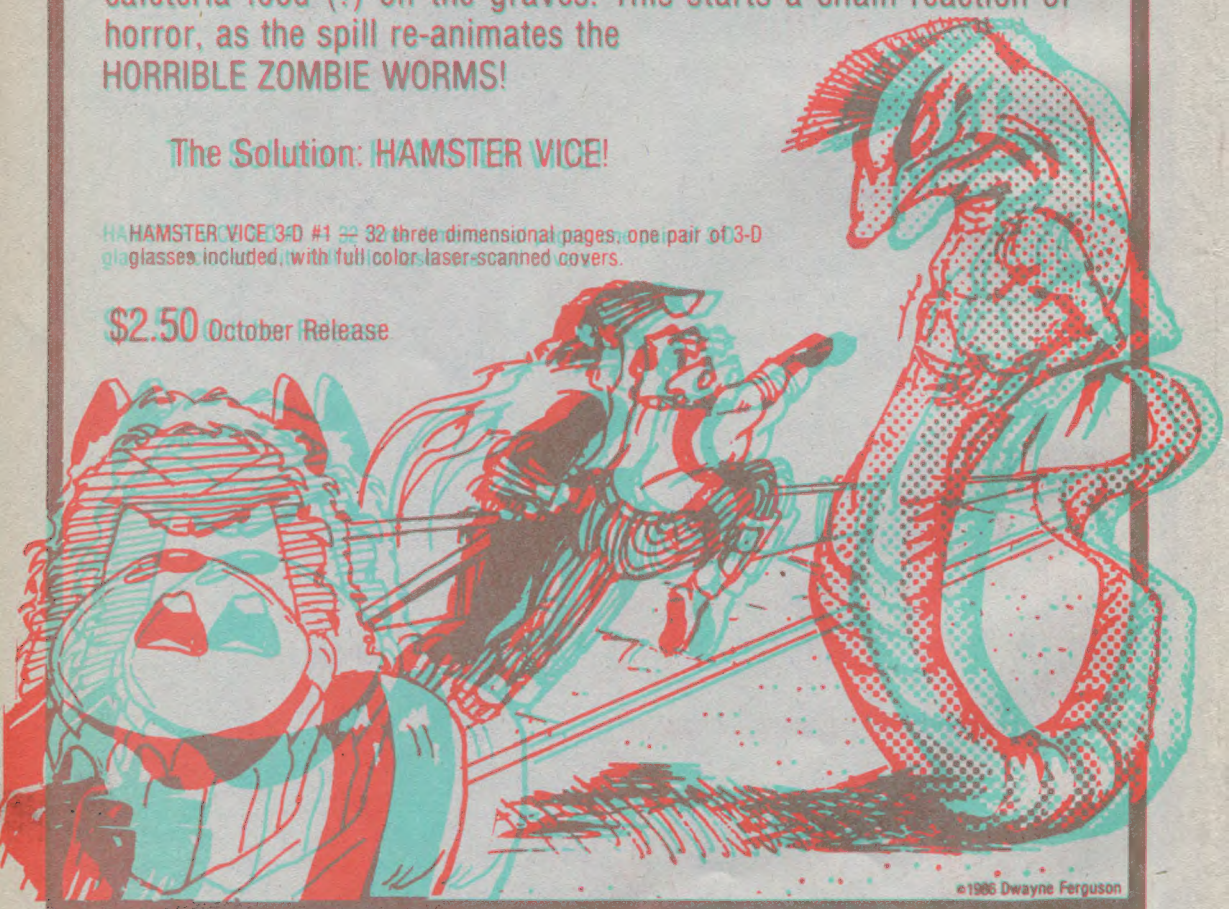
Our HOTTEST comic now comes in it's own 3-D Line!

The problem: A group of college students take a short cut through the SWAMP INDIGO Cemetery and accidentally spill cafeteria food (?) on the graves. This starts a chain reaction of horror, as the spill re-animates the HORRIBLE ZOMBIE WORMS!

The Solution: HAMSTER VICE!

HAMSTER VICE 3-D #1 — 32 three dimensional pages, one pair of 3-D glasses included, with full color laser-scanned covers.

$2.50 October Release



©1986 Dwayne Ferguson

(CONTINUED FROM INSIDE FRONT COVER)

Daredevil, and upwards of seventy issues of *Tomb of Dracula*. This collaboration took on such an air of ease, says Palmer, that it became like "writing a letter each month."

Some of Palmer's standout work includes collaborating with Neal Adams *(X-Men)*, Jim Steranko (*Captain America*), and John Buscema (*The Avengers*), as well as a long tenure on *Star Wars*.

Currently Palmer is teamed with Buscema on *The Avengers* again, repeating their early-seventies collaboration.

Palmer also has an active career doing advertising illustration. But he relishes his comics work, a chance to do pure drawing and be paid for it.

RAY ZONE, 3-D Designer

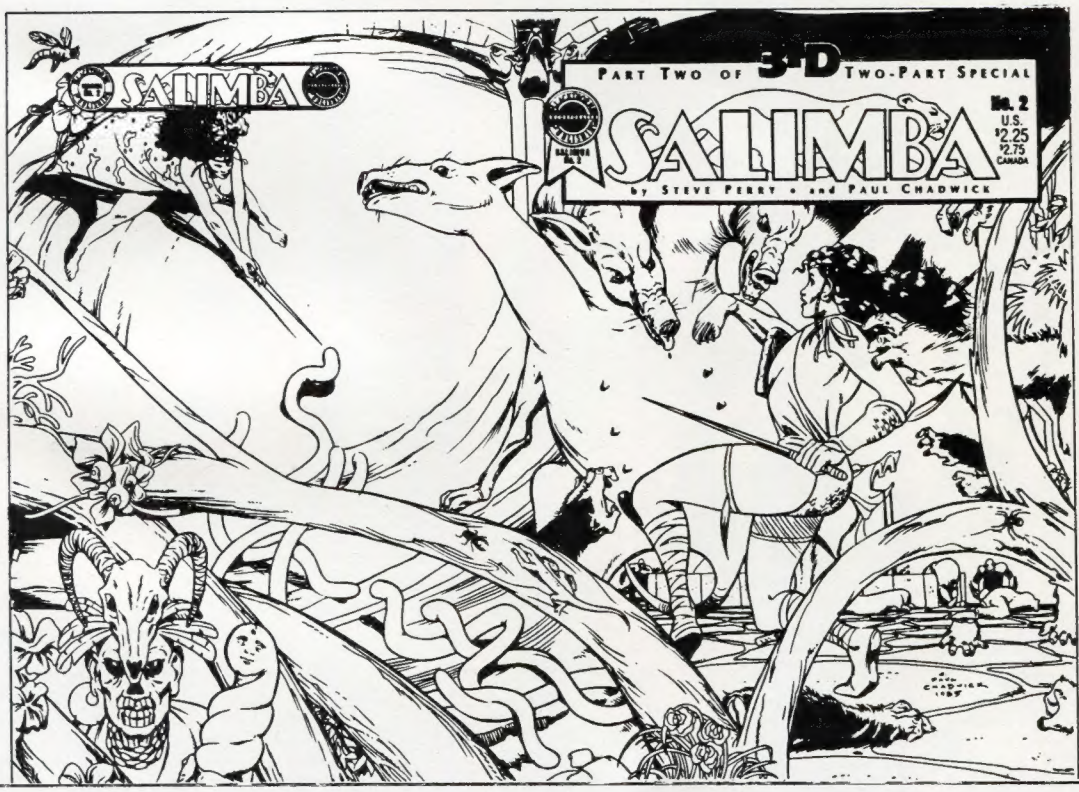
Ray Zone is perhaps the leading apostle of 3-D in all its forms. He has numerous 3-D comics to his credit, from *Alien Worlds* to *The Spirit*. Zone takes the process past mere technical fascination into the realm of artistic choices. Zone has even made story points with 3-D. All his work is characterized by tremendous care and more differentiation between levels—that is, more of them—than has ever been seen in the medium.

An energetic and articulate figure on the Los Angeles arts scene, Zone has organized exhibitions, started a gallery, hosted a cable-access talk show with artists (The Zone Show) and published dozens of editions of a new wave comics magazine, *Zomoid Illustories*. He's also covered the arts scene for Los Angeles papers. As well as surveying the history and latest developments of 3-D films, he's written telling profiles of such figures as Big Daddy Roth and Robert Williams. Other recent activities include the Ugly Madonna sweepstakes featured in *Wierdo* magazine, and writing the monograph, *Sandmen: Nightmares and Dreams in the Comics*.

BRUCE PATTERSON, inker

Bruce Patterson was born and raised in Los Angeles, and attended Art Center College of Design there. His first comics work was inking Joe Staton's pencils on *Mike Mauser*. This effort can be seen again today in First Comics' *Original E-Man*. Since then, his sensitive, brush-dominated inking has enhanced the comics of nearly every major company. For Marvel, he inked *The Spectacular Spiderman*, *Spiderwoman*, and *Micronauts*. For DC he worked on *Legion of Superheroes*, and inked the first six issues of *Camelot 3000*. At First Comics, he performed a myriad of artistic duties, inking, coloring, lettering, retouching, even making bluelines (he also made "graylines" for Pacific Comics). While at First Comics, he inked *Warp*, and *Blackflame*, the back-up strip to *Mars*. This latter strip, pencilled by Tom Sutton and by Don Lomax, contains what Patterson considers his best and favorite work.

Currently teamed with Joe Staton again, on DC's *Green Lantern*, Patterson mentions that perhaps his favorite drawing subjects are bizarre and macabre beasts, which makes sense, since he admits to a taste for H.P. Lovecraft. He is also known to his friends as someone who impersonates strange creatures and weird objects—complete with sound effects.



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